

an example, a gaming machine is retrofitted with a proximity-sensitive input film by attaching the proximity-sensitive film **905** to the glass **910** or display **915**.

[0048] **FIG. 10** shows a cross-sectional view of a light tower **1005** that includes a proximity-sensitive input device **1020**. In an example, the light tower includes a transparent or translucent dielectric shell **1010** and a light source **1015** inside the shell. In an example, the proximity-sensitive input device is a projected-capacitance sensor film **1020** that is situated on an inner surface of the shell **1010**. A conductive object such as a finger or hand is detectable by the film through the dielectric shell.

[0049] It is to be understood that the above description is intended to be illustrative, and not restrictive. For example, the above-described embodiments (and/or aspects thereof) may be used in combination with each other. Many other embodiments will be apparent to those of skill in the art upon reviewing the above description. The scope of the invention should, therefore, be determined with reference to the appended claims, along with the full scope of equivalents to which such claims are entitled. In the appended claims, the terms “including” and “in which” are used as the plain-English equivalents of the respective terms “comprising” and “wherein.” Also, in the following claims, the terms “including” and “comprising” are open-ended, that is, a system, device, article, or process that includes elements in addition to those listed after such a term in a claim are still deemed to fall within the scope of that claim.

I claim:

1. A gaming machine comprising:
  - a processor circuit to administer a wagering game;
  - a layer of dielectric material having an outer surface; and
  - a proximity-sensitive input device including a proximity sensor to detect through the layer of dielectric material an object proximate the outer surface of the layer, the proximity-sensitive input device communicatively coupled to the processor circuit, wherein the proximity-sensitive input device is configured to receive an input relating to the wagering game.
2. The gaming machine of claim 1, wherein the gaming machine includes a mechanical stepper reel that is visible through the layer of dielectric material and the proximity-sensitive input device.
3. The gaming machine of claim 1, wherein the proximity-sensitive input device includes a projected-capacitance sensor system.
4. The gaming machine of claim 3, wherein the projected-capacitance sensor system includes a multiplicity of conductors laminated between layers of flexible dielectric material to form a proximity-sensitive film, the proximity-sensitive film proximate an inner surface of the layer of dielectric material.
5. The gaming machine of claim 1, wherein the proximity-sensitive input device includes conductors integrated into the layer of dielectric material.
6. The gaming machine of claim 1, wherein the gaming device further includes an electronic display communicatively coupled to the processing unit to display a result of the wagering game that is visible through the layer of dielectric material.

7. The gaming machine of claim 6, wherein a portion of the display device presents an option relating to the wagering game visible through the layer of dielectric material, the processor configured to receive an input from the proximity-sensitive input device based upon detection of an object proximate a region of the proximity-sensitive input device that extends over the portion of the display device that presents the option relating to the wagering game.

8. The gaming machine of claim 6, further comprising at least one marking on the layer of dielectric material identifying a region of the projected capacitance sensor grid and an option associated with the region, the option selectable by placing an object proximate the region identified by the marking.

9. The gaming machine of claim 8, wherein the display device has an outer perimeter, the region of the proximity-sensitive input device associated with the option located outside the outer perimeter of the display device.

10. The gaming machine of claim 1, further comprising a light tower including a light source and a layer of dielectric material extending around the light source, the proximity-sensitive input device positioned between the light source and the layer of dielectric material, and the input relating to the wagering game includes an input that changes the color of the light tower to indicate a parameter of the game.

11. The gaming machine of claim 1, wherein the display device includes a volumetric three-dimensional display and the proximity-sensitive input device is configured to sense an object proximate the volumetric three-dimensional display.

12. The gaming machine of claim 11, wherein the volumetric three-dimensional display includes a rotating projection surface and a transparent layer extending around the rotating projection surface, the proximity-sensitive input device proximate an inner surface of the transparent layer.

13. A gaming machine comprising:

means for displaying information relating to a wagering game;

a layer of dielectric material having an inner surface and an outer surface, the inner surface facing the means for displaying information;

means for sensing an object proximate the outer surface of the layer of dielectric material to receive an input relating to the wagering game;

means for administering a wagering game in response to the input relating to the wagering game, the means for administering the wagering game communicatively coupled to the means for displaying information relating to the wagering game.

14. The gaming machine of claim 13, wherein the means for displaying information relating to a wagering game includes a mechanical stepper reel, the layer of dielectric material includes a layer of glass, and the means for sensing an object proximate the outer surface of the layer of dielectric material includes a projected capacitance sensor system.

15. The gaming machine of claim 13, wherein the means for displaying a result of the wagering game includes an electronic display device and the means for administering the wagering game includes a processing circuit configured to present information relating to the wagering game on the display device.